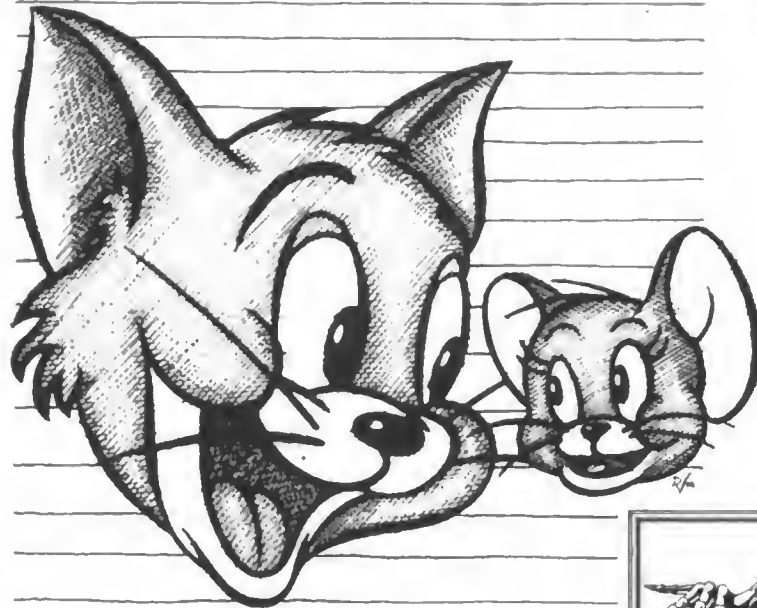


TOM & JERRY




MANUAL



MAGIC BYTES

EmuMovies



TOM & JERRY

IMPRESSUM

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and.....Winfried Stappert
and.....Thomas Rolfes
Graphics by.....Ralf Vogel
Sound by.....Jim Rankenberg
and.....Georg Brandt
and.....Carsten Neubauer
Sound Fx by.....Alan Pedersen
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Produced by MAGIC BYTES

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Text & Typesetting.....Stefan Reißmann
Translations.....Nathalie Escot
and.....Dave T. Anderson

Thanks to:

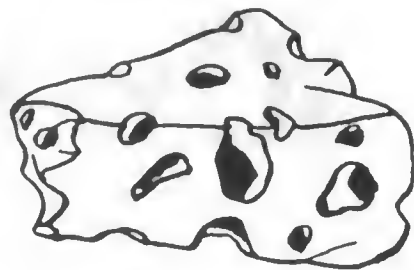
Susanne for her good food, Ute's noisy vacume cleaner for the extra breaks, Thomas for paying the phonebill, Elisabeth's coffee and Adrian just for being there...

Extra special thanks to:

Carsten Borgmeier (SMASH) for the biggest micro-part!

Blue cheese blues
by Jerry (Lee) Mouse

Blue cheese blues scoop
boopy doo
My tummy tells me that I'm
missing you
Blue cheese blues oo la la
gimme some a that gorgonzola
If all the world were paper
and all the cat's had fleas
I'd be happy on the moon
Eating all the cheese



Dutch cheese is red,
danish is blue

German cheese smells like an
old joggers shoe

Swiss cheese has holes in it
just like a cave

to make my home there,
is all that I crave

Gimme some o' that blue, yeah
that blue, got them blue chee-
se blues baby oh yeah!

Those of you who remain un-
moved by all this raving about
what is basically a jaundiced
product af sour milk are just
the ones to be reborn as a
TomCat, who sings something
like-a-this...



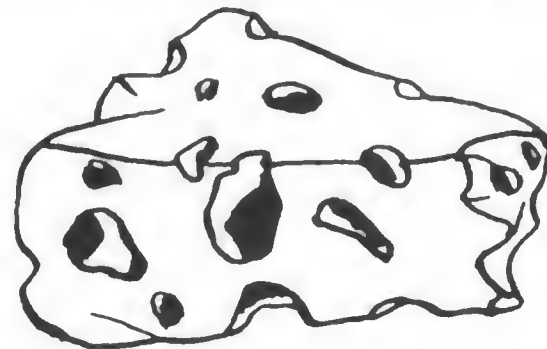
Acid Mouse
by Tom (Tin Roof) Stray

One mans meat can be
another man's pet
all your fans of Jerry
don't you forget
like mice and men,
us cats are only mortal
a mouse is smalll but it makes
a tasty morsal

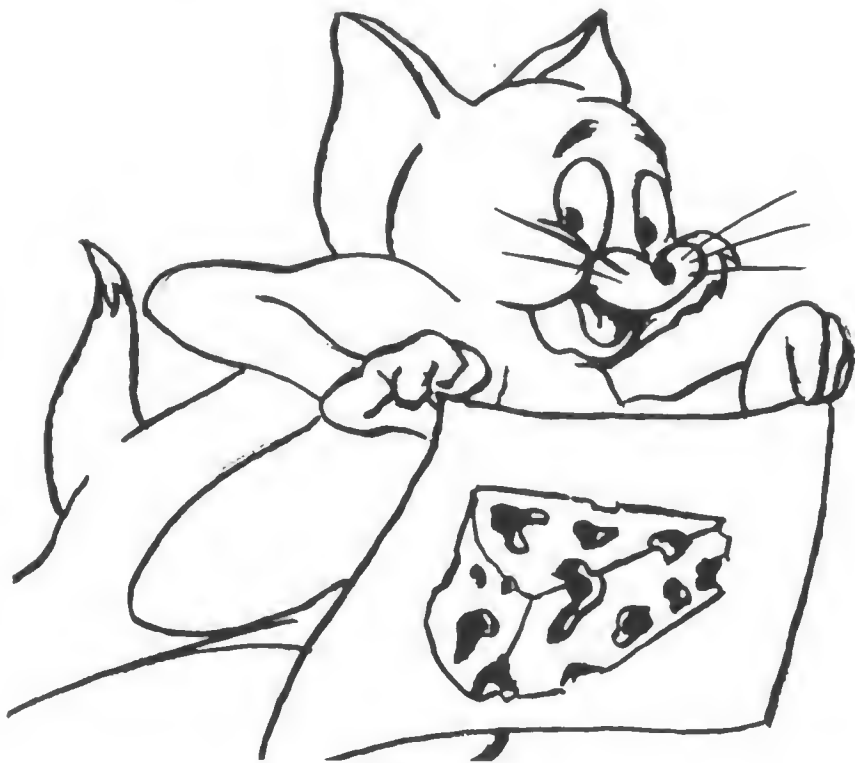
prises at you while you're down there. Now for a bit of theatrical training: by moving the joystick you control the direction of Jerry's leaps, and dashes to freedom. The firing button makes him jump, and as you may remember, chairs and sofas are great for bouncing. By moving the stick towards you, you can cause Tom all sorts of trouble, and watch him get real mad. Don't underestimate Tom tho' he's a tiger without stripes and he'll be after you wherever you go, but don't worry either, he won't actually eat you. Yes his "meow" is much worse than is bite, he's just having fun too and maybe, as in the cartoon, you'll shake hands and join in the final chorus, all together now:



Well now that we're clear about Tom and Jerry's conflicting interests let's examine the backdrop to our "dualistic" plot. The curtain opens on the livingroom scene, and you get to play the star, the hero who steals everyones heart, who else, but that pint size pirate Jerry of course. In this role you are free to explore the whole house gorging yourself with as much cheese as you can, cheese that melts in your mouth to dissapear into the insatiable depths of your tum. Not only do you play the hero but also the producer, it would seem, for you may at will, change the scenario by nipping into a mousehole (Joystick forward) to appear in any-one of five different rooms all littered with your scrummy cheese. These dark passages also contain a store of your favourite food but watch out for mouse traps for Tom can roll all sorts of sur-



Final Chorus
Little Jerry that little fox
jumps over sofa, table and box
with a cheeky chuckle
and no hesitation
gets lots of cheese, and indi-
gestion.



Instructions:

You steer Jerry with the Joy-
stick to consume all cheese
wedges on touch. When you
have collected all the cheese
on all 5 Levels within the time
limit then you have won the
game. Tom, however, is there
to stop you, so keep to the
higher shelves and pictures to
avoid him.

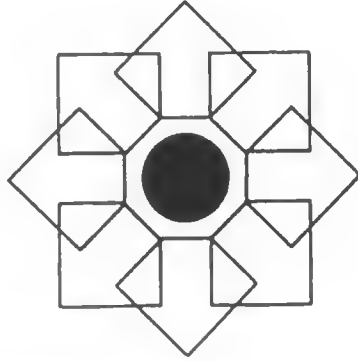


Obstructions:

Some articles of furniture pro-
vide an obstacle for Jerry but
not for Tom. If Jerry is caught
at a furniture obstacle, (especi-
ally large ones) it can happen
that Jerry may be pinned to
the ground with no chance of
escape.

Jumping:

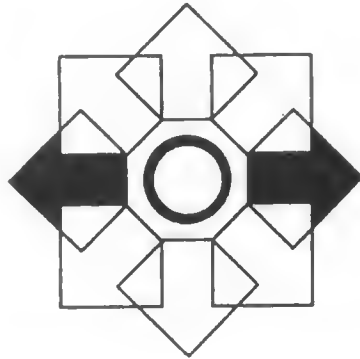
One press of the firing button and Jerry jumps. Some objects provide a trampoline effect this may be increased by repeated bouncing. These objects are: Sofa, lamp, couch, chair, car-boot, wheels and pram.



Direction directions:

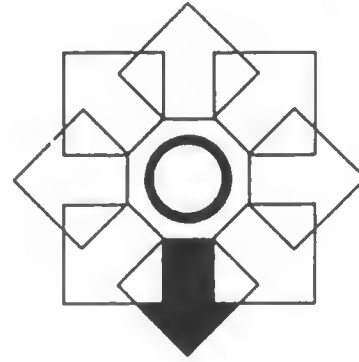
Joystick left and right.

Jerry's jumps can easily change direction in mid-flight. If during a jump you press the firing button just before he lands, at the same time moving the joystick left or right, then Jerry will make an extra jump in the required direction.



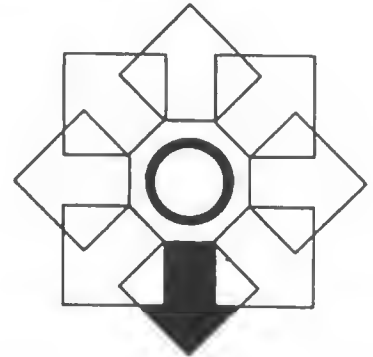
Object Objections:

Land on an object - joystick towards you - object falls. To make Tom object for a while, thus keeping him distracted, try to hit him with an object. These objects are: Bowling ball, Hammer, Vase, small pictures, plates, oil-can, paint-bucket and toys.



Slipping and Sliding:

Land on a banana - joystick towards you - banana skin falls and you know how slippery they can be. If Tom steps on one he slides, right out of the screen, while Jerry keeps on running.

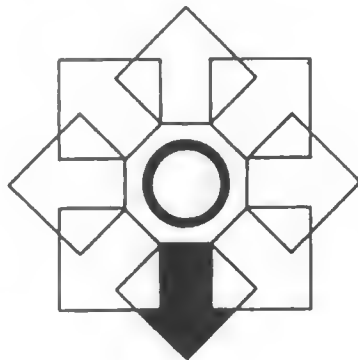




Distraction Instructions:

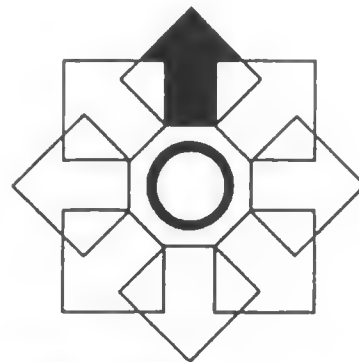
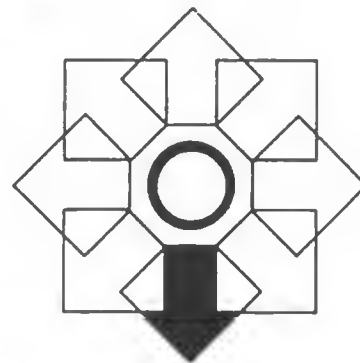
Joystick towards you - initiates a distraction operation. On each level you will find something to distract Tom. Once activated he'll just sit there, oblivious to Jerry even if he touches him.

Such objects being: T.V. (Jerry must stand above the control switch), Ice-box, Statue, Automobile-door, Jack-in-the box with a devil in the box.



Radio:

Joystick towards you - plays music or changes the tune to keep Tom, and Jerry happy.

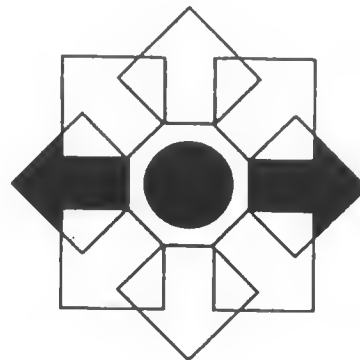


Mouseholes:

Joystick forwards - Jerry disappears into a nearby mouse-hole. Here he finds a mouse-passage leading to the next level, containing more mouse-food. Unless you wish to return its best to get this cheese while you can. It saves valuable playing time.

Mouse-passages:

Joystick left or right - and Jerry will follow. Press firing button and Jerry jumps, preferably over the bombs for: Cheese wins (and bombs loose) playing-time.





Mouse-passagge conections:

Below is a schematic illustration of the mouse-passages leading from room to room. The left portion of Room 1 is accessible only from Room 5. If you wish to return to the right portion of Room 1 you have to take the long way round, going from mouse-hole to mouse-hole until eventually you get there. Me-ow!

